On Jun 9, 1:48 pm, nata <bernat.puigdomen...@gmail.com> wrote:
> Using object graphics the IDLgrbuffer and the IDLgrclipboard have the
> limitation of 4096x4096. I'm not sure if using direct graphics the
> limitation is the same, but I think is it.

No, direct graphic windows (at least in the X device) can be larger
than
that. There's still a limit somewhere of course, but it is not 4096.

Ciao,
Paolo

> Maybe you can create an image and congrid its data. Using object
> graphics, you can try something like this:
>
>   buffer=OBJ_NEW('IDlgrBuffer',DIMENSIONS=[4096,4096])
>   buffer->Draw, view ;; the view where you've the data
>
>   oImage=buffer->Read() ;; you get the image
>   oImage->GetProperty, DATA=data_image ;; the data of the image
>   data=CONGRID(data,4,12000,12000) ;; create the big image
>
>   WRITE_PNG, filename, data ;; save the image in a png file
>
> I think this is possible. Using direct graphics you can do something
> similar with the Z-buffer and TVRD procedure. Creates a 4096x4096
> image and then you can congrid the image in order to obtain your
> poster
> Cheers,
> nata